F1 2012

Formula 1™

CODEMASTERS racing

FERAL
MAKE YOUR PLAY

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Precautions to take during use:

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

© 2012 The Codemasters Software Company Limited (“Codemasters”). All rights reserved. “Codemasters”®, “EGO”® and the Codemasters logo are registered trademarks owned by Codemasters. “Codemasters Racing”™ is a trademark of Codemasters. Uses Bink Video. Copyright © 1997-2012 by RAD Game Tools, Inc. Facial Animations powered by FaceFX. © 2002-2012, OC3 Entertainment, Inc. and its licensors. All rights reserved. Powered by Wwise © 2006-2012 Audiokinetic Inc. All rights reserved. Ogg Vorbis Libraries © 2012, Xiph.Org Foundation. Originally developed and published by Codemasters. The Mac OS X version of F1 2012 is developed and distributed by Feral Interactive Ltd. The ratings icon is a registered trademark of the Entertainment Software Association. Mac and the Mac logo are trademarks of Apple Inc., registered in the U.S. and other countries. Feral and the Feral logo are trademarks of Feral Interactive Ltd. An official product of the FIA FORMULA ONE WORLD CHAMPIONSHIP.

The F1 FORMULA 1 logo, F1 logo, F1 FIA FORMULA 1 WORLD CHAMPIONSHIP logo, FORMULA 1, FORMULA ONE, F1, FIA FORMULA ONE WORLD CHAMPIONSHIP, GRAND PRIX and related marks are trademarks of Formula One Licensing BV, a Formula One group company. Licensed by Formula One World Championship Limited. All rights reserved.

All other copyrights or trademarks are the property of their respective owners and are being used under license. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited.

CONTENTS

Installation & Activation 2
Getting Started 3
Welcome to F1 2012™ 4
Starting Out 5
Controls 6
The On-Track Game Screen 9
Replays & Flashbacks 10
Game Modes 10
Multiplayer 12
Technical Support 16
Warranty 17
Credits 17

INSTALLATION & ACTIVATION

It is important to install the game correctly before playing; installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Double-click on the **F1 2012.dmg file** and wait for the **F1 2012 disc icon** to appear on your desktop.
2. If it doesn't open automatically, double-click on the **F1 2012 disc icon** to open it.
3. Drag the **F1 2012™ application icon** onto the **Applications folder** that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **F1 2012 disc icon** on your Desktop to the **Trash**. You may now delete the **F1 2012.dmg file**.
5. Once installation is complete, double-click on the **F1 2012™ application icon**, which is found in the **Applications folder** on your hard drive. The *F1 2012* pre-game **Options window** will appear showing the **Activation tab**.
6. Enter your **Product Key** into the six empty boxes in the **Activation tab**. Once the **Product Key** has been entered, the **Save button** in the right-hand corner of the tab will activate. If you cannot find your **Product Key** after downloading the game please contact the vendor for assistance.
7. Click the **Save button** to save your **Product Key**.
8. Click the **Activate Online… button** in the **Activation tab**. A dialog box will appear confirming that your **Product Key** will be sent to Feral.
9. Click the **Activate Online button** in the new dialog box that appears. The **Activation tab** will update to show the number of machines on which the game is currently activated and on how many more you are allowed to activate it. In future, you can play the game without an internet connection.

GETTING STARTED

1. If *F1 2012* is not already running, double-click on the **F1 2012 application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The *F1 2012* pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. After the splash screens and videos, the **Start screen** will appear. Press the **Return** (↩) **key**.
4. A dialog box will appear asking you to create an autosave file. Select **Yes** and press the **Return** (↩) **key**.
5. A dialog box will appear asking you to enter a first name for your driver. Press the **Return key**, type a name and press the **Return** (↩) **key** again.
6. A dialog box will appear asking you to enter a surname for your driver. Press the **Return** (↩) **key**, type a name and press the **Return** (↩) **key** again.
7. A dialog box will appear asking you to select a nationality for your driver. Select a nationality and press the **Return** (↩) **key**.
8. A dialog box will appear asking you to select a country of origin for your driver. Select a country and press the **Return** (↩) **key**.
9. A dialog box will appear asking you to select a difficulty level. If this is your first time playing, we recommend you select **Not too much, I'm new to this and need to get up to speed**. Press the **Return** (↩) **key**.
10. The **Young Driver Test menu** will appear. Highlight a team and press the **Return** (↩) **key** to join it. (You can view more information on a team by highlighting that team and pressing the **Shift** (⇧) **key**. Press the **Shift** (⇧) **key** again to close the information window.)
11. You will find yourself at the Yas Marina Circuit in Abu Dhabi, where your race engineer is explaining how to drive a FORMULA ONE™ car...

WELCOME TO F1 2012

Welcome to the world of FORMULA ONE racing!

Discover what it feels like to drive some of the world's greatest racing cars as you race wheel-to-wheel on all of the circuits from the 2012 FIA FORMULA ONE WORLD CHAMPIONSHIP™ calendar.

Start out as a rookie driver and build your own career. Begin at the bottom and work your way up through the teams or stick with your favorite team and help them achieve glory in the FIA FORMULA ONE CONSTRUCTORS' WORLD CHAMPIONSHIP.

STARTING OUT

GOLDEN QUESTIONS

Once you have created a profile (see "Getting Started", p.3), you can edit it at any time from **Main menu** → **My F1™** → **Profile**.

DRIVING ASSISTS

You can customize your driving assists from the **Difficulty Settings menu** (**My F1** → **Difficulty**). Alternatively, driving assists can be modified from the in-race **Pause Options menu**.

CONTROLS

You can customize the controls for the game to your preferred settings by selecting **My F1 → Driving Controls** from the **Main Menu**. Please note that the instructions in the manual refer to the default keyboard controls (see below). If you have customized your controls or are using a gamepad, the controls listed here will no longer apply.

CUSTOM

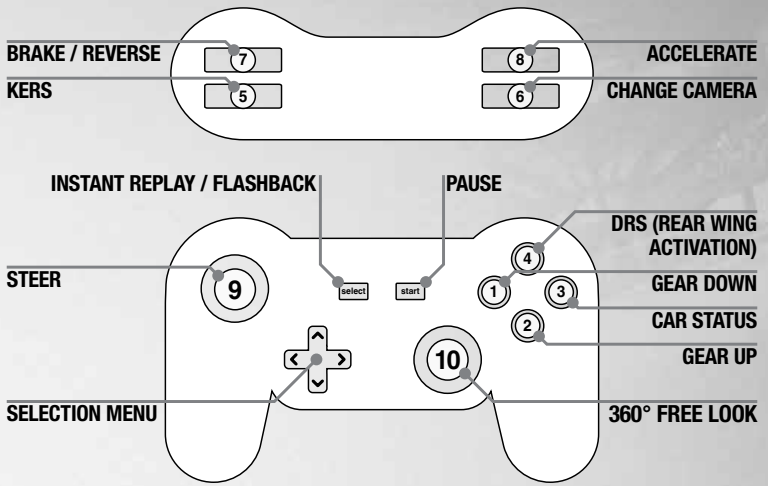
You can set up a custom control configuration by setting the control profile to **Custom** (**My F1 → Driving Controls → Control Profile**).

KEYBOARD CONTROLS

- ◂ **STEER LEFT**
- ▸ **STEER RIGHT**
- W **ACCELERATE**
- S **BRAKE / REVERSE**
- D **GEAR UP**
- A **GEAR DOWN**
- ▴ **DRS (REAR WING ACTIVATION)**
- ▾ **KERS**
- R **CAR STATUS**
- esc **PAUSE**
- F1 **INSTANT REPLAY / FLASHBACK**
- Q **LOOK LEFT**
- ⇧ **REAR VIEW**
- E **LOOK RIGHT**
- C **CHANGE CAMERA**
- ! 1 **SELECTION MENU OPTION 1**
- @ 2 **SELECTION MENU OPTION 2**
- # 3 **SELECTION MENU OPTION 3**
- $ 4 **SELECTION MENU OPTION 4**

GAMEPADS

The default control configuration for *F1 2012* are detailed below; these can be changed from within **My F1 → Driving Controls** or the in-race **Pause Options menu**.



If you have an Xbox 360 controller, you will need to install a software driver before you can play. For instructions on how to do this, see **How do I use an Xbox 360-compatible controller with F1 2012?**, in the FAQs.

The accelerate and brake commands are mapped to the buttons on the front of the gamepad by default, if you prefer to use analog sticks, you will need to re-map your controls.

To do this, follow these instructions:

1. Ensure that your gamepad is plugged in, then launch *F1 2012*.
2. From the **Main Menu**, select **My F1**.
3. Select **Driving Controls**.
4. Ensure that the **Control Profile** is set to **Custom**.
5. Select **View/Customize Profile**.
6. Select **Accelerate**, then push the **Right analog stick** forwards. This will assign the accelerate command to this input.
7. Select **Brake/Reverse**, then pull the **Right analog stick** backwards. This will assign the brake command to this input.

You will now be able to accelerate and brake using the right analog stick. To accelerate, push the stick forward, and to brake, pull it backwards. The further you push or pull the stick, the more strongly you will accelerate or brake.

For a list of supported controllers, see **Can I play F1 2012 with a gamepad?** in the FAQs.

WHEELS

Most standard USB wheels will work with *F1 2012*. You will need to map the game controls to inputs on your wheel and its components (such as pedals, if available) before racing. To do this, follow these instructions.

1. Ensure that your wheel and any components are plugged in, then launch *F1 2012*.
2. From the **Main Menu**, select **My F1**.
3. Select **Driving Controls**.
4. Set the **Control Profile** to **Custom**.
5. Set **Override Input Device Type** to **Steering Wheel**.
6. Select **View/Customise Profile**.
7. Select **Accelerate** and perform the action on your wheel or pedal to which you wish to map the accelerate command.
8. Repeat step 7 for the other commands, mapping them to the desired action on your wheel or pedal.

You may also wish to adjust calibration to improve responsiveness. To do this, follow these instructions.

1. From the **Main Menu**, select **My F1**.
2. Select **Driving Controls**.
3. Set the **Control Profile** to **Custom**.
4. Set **Override Input Device Type** to **Steering Wheel**.
5. Select **Advanced Wheel Settings**.
6. Customize the advanced settings for your wheel by adjusting the sliders.

For a list of supported wheels, see **Can I use a steering wheel with F1 2012?**, in the FAQs.

THE ON-TRACK GAME SCREEN

The game screen provides a wealth of useful information about your car and the current race situation. Please note that some screen elements require a player input or event to occur before they will be displayed.

1 Position and positional information

2 Fuel, tire and brake bias selection

3 Track map

4 Flags and messages

5 Wrong way indicator

6 Opponent driver indicator

7 Opponent proximity arrow

8 Lap and lap time information

9 Car status information

10 Rev counter, speed, gears, fuel, KERS and DRS

REPLAYS & FLASHBACKS

REPLAYS

You can view an instant replay at any time by selecting the **Instant Replay/ Flashback option** from the in-race **Pause Options menu**. You can also view a replay of your race once it has ended.

FLASHBACKS

If you make a mistake on track there's no need to restart your race; you can use a flashback if you have one available. A flashback allows you to undo your mistakes by rewinding the race and having another go at a section of the track. Just press the **F1 key** or select the **Instant Replay/Flashback option** from the in-race **Pause Options menu** to enter an instant replay. Rewind your race to a point before things went awry, then press the **F9 key** to use a flashback.

You have a limited number of flashbacks so use them wisely!

GAME MODES

CAREER MODES

The Career modes allow you to live out the dream of becoming a FORMULA ONE driver.

YOUNG DRIVER TEST

Learn how to drive a FORMULA ONE car and earn yourself a drive with a FORMULA ONE team, or simply hone your racing skills in a no-pressure environment.

SEASON CHALLENGE

Attempt to win the FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP over a series of ten five-lap races in pre-set weather conditions. Choose your team and progress up the grid by defeating your rivals over a series of three races in order to gain their spot.

CAREER

The ultimate challenge, Career mode lets you compete in the full 20-race FIA FORMULA ONE WORLD CHAMPIONSHIP across a total of five seasons. Attempt to win the FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP and the FIA FORMULA ONE CONSTRUCTORS' WORLD CHAMPIONSHIP for your team. Beat your team mate and exceed your objectives to impress your boss and help the team develop new parts for your car, or to earn a contract with a rival team and progress up the grid.

CAREER (CONTINUED)

You can customize the length of your experience by modifying the length of practice and qualifying sessions. You can do this by adjusting the participation level from within the **Race Settings menu** (**Career → Race Settings → Participation Level**).

Select the **Short Weekend - One-Shot Qualifying option** to enter each race with no practice session and only a single qualifying lap.

Select the **Short Weekend - Full Qualifying option** to enter each race with no practice session and three rounds of qualifying races.

Select the **Long Weekend - Full Qualifying option** to add one 60-minute practice session and three rounds of qualifying races to each race. This option provides the closest simulation of a real FORMULA ONE weekend.

QUICK RACE

Choose a team and compete against all of the drivers from the 2012 FIA FORMULA ONE DRIVERS' WORLD CHAMPIONSHIP in an intense one-off race.

PROVING GROUNDS

TIME TRIAL

Use the Time Trial mode to hone your skills and beat your own personal best lap times, and to build consistency on a particular track.

TIME ATTACK

Test your skills in a variety of scenarios. Each scenario will provide you with a particular track and car where you will be asked to beat three different ghost cars to earn a medal. Each scenario provides its own set of challenges, such as racing with a pre-set weather or tire type.

CHAMPIONS MODE

A scenario-based challenge mode pitting you against *F1 2012*'s six FIA FORMULA ONE DRIVERS' WORLD CHAMPIONS. Take on each champion in unique scenarios where weather, fuel and tires all play a part, before culminating in a seven driver head-to-head race. Take first place and you will be awarded with a medal to add to your collection.

MULTIPLAYER

You can play *F1 2012* multiplayer in split-screen, over a LAN (local area network) or online using Game Ranger.

SPLIT SCREEN

Before playing a split-screen multiplayer race, ensure at least two input devices are plugged into your Mac before you launch *F1 2012*.

Unless otherwise specified, the following instructions are written for Player 1:

1. From the **Main Menu**, select **Multiplayer**.
2. Select **Split Screen**.
3. A dialog will appear prompting Player 2 to press the **Start button**. Player 2 must press a button on their input device to continue.
4. The team selection screen will appear. Select a team, then a driver.
5. The team selection screen will reappear. Player 2 must select a team, then a driver.
6. The **Race Settings window** will appear. From here, you can customise the race settings. When you are happy with your settings, select **Continue**.
7. The track selection screen will appear. Select a track to begin the race.

LAN

Race up to 16 players over a local area network connection.

You can customize various settings, including race length and participation level.

How you launch a LAN multiplayer race in *F1 2012* differs depending on whether you wish to host or join a race.

TO HOST A LAN MULTIPLAYER RACE:

1. From the **Main Menu**, select **Multiplayer**.
2. Select **LAN**.
3. Select **Create Session**.
4. The **Host Options dialog** will appear. From here, you can customise your race settings.
5. When you are happy with your settings, select **Create Session**.
6. The race lobby will appear. From here, you can further customise your race settings using the menu options on the left of the screen.
7. When you are happy with your settings, select **Ready**. A countdown will begin and the game will launch after 30 seconds or once all the players in the lobby have selected **Ready**, whichever is the sooner.

TO JOIN A LAN MULTIPLAYER RACE:

1. From the **Main Menu**, select **Multiplayer**.
2. Select **LAN**.
3. Select **Find Session**.
4. If there is at least one available session, the **Session List window** will appear. Highlight the session that you wish to join and press the **Return key** (⏎), then select **Join Session**.
5. You will be taken to the race lobby. From here, you can customise your race settings using the menu options on the left of the screen.
6. When you are happy with your settings, select **Ready**.
7. Once the host has selected **Ready**, a countdown will begin and the game will launch after 30 seconds or once all the players in the lobby have selected **Ready**, whichever is the sooner.

ONLINE

Before you play an online multiplayer game of *F1 2012*, you must download and install GameRanger. The GameRanger application can be downloaded from **http://www.gameranger.com/.**

NOTE: You must ensure that Game Ranger is able to find the **F1 2012 application**. For information on how to do this, see **How do I make sure GameRanger can find F1 2012?** in the FAQs.

When playing an online multiplayer game, we recommend that you choose the most powerful computer among those playing to host the game.

TO HOST A GAME:

1. Double-click on the **GameRanger application icon**.
2. The **GameRanger application** will open.
3. Click on the **Host button**.
4. The **Host Game window** will appear. When you are happy with your settings, click the **OK button**.
5. Wait for at least one other player to join the game. When you are ready to begin, click the **Start button**.
6. The **GameRanger application** will launch the **F1 2012 application**. When the pre-game **Options window** appears, click the **Play button**.
7. *F1 2012* will launch. If you have more than one profile, you will be prompted to choose the profile you wish to use. Select a profile and press the **Return key** ( ).
8. The **Host Options dialog** will appear. When you are happy with your settings, select **Create Session**.
9. The race lobby will appear. From here, you can further customise your race settings using the menu options on the left of the screen. When you are happy with your settings, select **Ready**.
10. A countdown will begin and the game will launch after 30 seconds or once all the players in the lobby have selected **Ready**, whichever is the sooner.

TO JOIN A GAME:

1. Double-click on the **GameRanger application icon**.
2. The **GameRanger application** will open.
3. From the list of available games, double-click on an **F1 2012 game**.
4. When the host starts the game, the pre-game **Options window** will appear. Click the **Play button**.
5. *F1 2012* will launch. If you have more than one profile, you will be prompted to choose the profile you wish to use. Select a profile and press the **Return key** ( ).
6. The **Session List window** will appear showing the GameRanger session. Highlight the session and press the **Return key** ( ), then select **Join Session**.
7. You will be taken to the race lobby. From here, you can customise your race settings using the menu options on the left of the screen.
8. When you are happy with your settings, select **Ready**.
9. Once the host has selected **Ready**, a countdown will begin and the game will launch after 30 seconds or once all the players in the lobby have selected **Ready**, whichever is the sooner.

TECHNICAL SUPPORT

Every effort has been made to make *F1 2012* as compatible with current hardware as possible. However, if you are experiencing problems when running *F1 2012*, please read on.

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the pre-game **Options window** (this is the window that opens when you start the game), or by going straight to the Feral website: **http://support.feralinteractive.com**

CONTACTING FERAL

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained *before* contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. An **F1 2012 Report.txt file**. This contains:
   - An Apple System Profiler Report of your Mac
   - Any crash logs that exist for *F1 2012*
   - A list of the game's contents

All the information required can be obtained by opening *F1 2012* and clicking on the **Support tab** in the pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your **~/Downloads folder** (the "~" symbol refers to your home directory). Now click on the **Create e-mail button**. Remember to attach the **F1 2012 Report.txt file** to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *F1 2012*. We will do our best to help you.

E-Mail: **f12012support@feralinteractive.com**

If you prefer to speak with a member of the support team, you may call on the following number:

NORTH AMERICA CALLERS

Tel: **1-888-592-9925** (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

UNITED KINGDOM CALLERS

Tel: **020 8875 9787**

Fax: **020 8875 1846**

Available between 9.00am and 6.00pm GMT, Monday to Friday.

INTERNATIONAL CALLERS

Tel: **+44 20 8875 9787**

Fax: **+44 20 8875 1846**

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital versatile disc (DVD) supplied with this multimedia product shall not show any fault during a normal use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with the manual by registered letter to:

Feral Returns
64 Kimber Road
London, SW18 4PP
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose to either repair or to replace it at customer's expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognizes expressly that he uses the multimedia product at his own risk.

The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

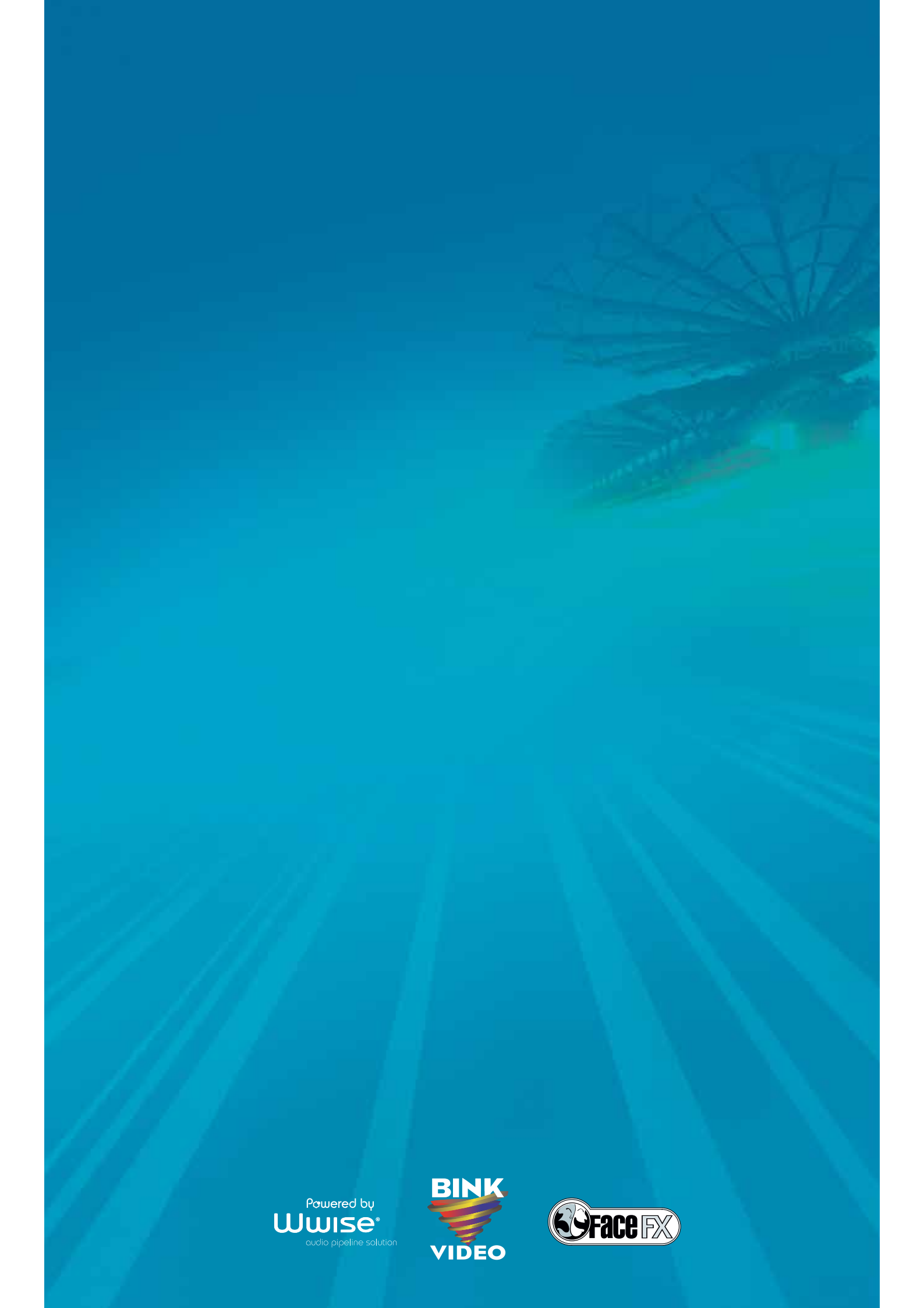
To the extent of what is laid down by law, Feral Interactive Ltd. rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.

As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

CREDITS

Originally developed by:	**Codemasters**
Originally published by:	**Codemasters**
Developed for the Mac by:	**Feral Interactive**
Distributed for the Mac by:	**Feral Interactive**


Powered by
Wwise
audio pipeline solution
BINK
VIDEO
FaceFX